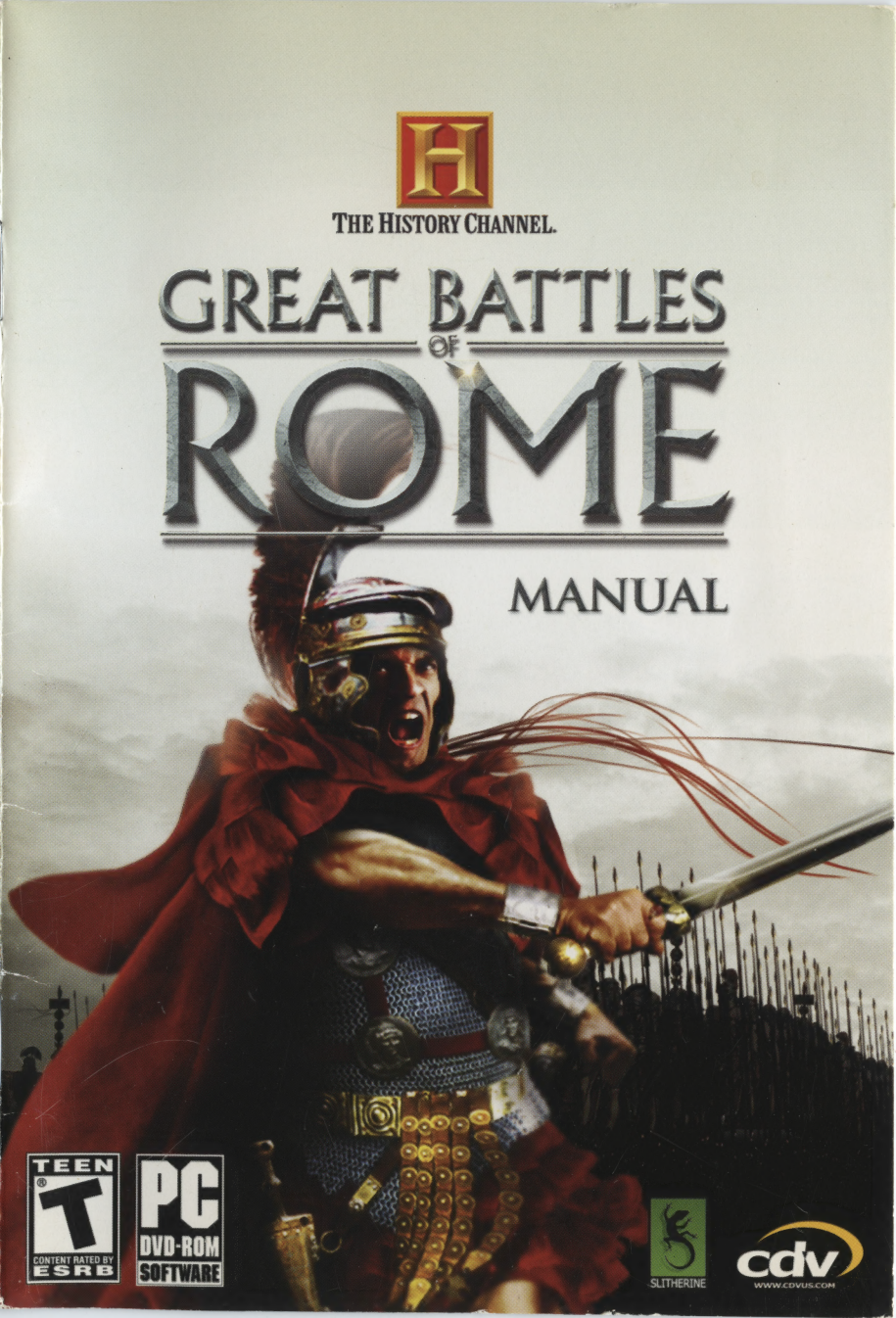
THE HISTORY CHANNEL.
GREAT BATTLES OF ROME
MANUAL
TEEN
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CONTENT RATED BY ESRB
PC
DVD-ROM
SOFTWARE
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Epilepsy Warning

Some people are likely to suffer from epileptic attacks, or loss of consciousness, particularly when looking at some types of strong flashing lights: rapid succession of images or repetition of simple geometric shapes, flashes or explosions.

Such people leave themselves open to the risk of attacks when playing some video games which include such stimulation, even if they have no medical history or have never experienced such attacks themselves. If you or a member of your family have already displayed symptoms associated with epilepsy (attacks or loss of consciousness) when faced with flashing lights, consult your doctor before using the product. Parents should pay particular attention to their children when they are playing with video games.

If you or your child displays one of the following symptoms: vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, YOU MUST STOP PLAYING IMMEDIATELY and consult a doctor.

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INTRODUCTION

Welcome to THE HISTORY CHANNEL® Great Battles of Rome!

THE HISTORY CHANNEL® Great Battles of Rome takes you back to a time before the foundation of the ancient city. The area we now know as Italy was populated by various tribes such as the Etruscans, Samnites and Latins. The Capitoline Hill, where Rome now stands, had been established as a settlement since pre-history. In THE HISTORY CHANNEL® Great Battles of Rome you will strive to unite the various tribes and factions and hold them together through Civil War and uprisings to become Caesar Imperator!

THE HISTORY CHANNEL® Great Battles of Rome is a unique blend of Real Time Strategy and Roleplay that allows you to develop your army in various ways, gaining experience and abilities and equipping your troops in a combination of unique ways. Success can never be guaranteed, but to give you the best chance we recommend careful preparation and equipping your squads to meet every eventuality. Tactical planning before the battles are fought is also essential, as even the best General cannot rectify every error once battle is joined.

SYSTEM REQUIREMENTS

Platform: Windows® 2000/XP/Vista
CPU (min.): Intel P4 1.6 GHz/AMD Athlon XP 1600+, 256 MB RAM
(rec.): Intel P4 2.2 GHz/AMD Athlon XP 2200+, 512 MB RAM
Video Card* (min.): nVidia GeForce FX5200/ATI Radeon 9000, 64 MB
(rec.): GeForce FX 6600/Radeon X800, 128 MB
DVD Drive
Hard Drive Space: 750 MB
Sound Card: DirectX Compatible
DirectX: 9.0c

*The GeForce4 and integrated/onboard graphic cards such as Intel 82945G/845G/852/855/865G/910 GML/915GM, VIA/S3G Unichrome IGP (and other models), and the SIS (all scale) will **NOT** run this game.

Note: *Please ensure that your graphics and sound card drivers are up to date or you may experience problems running the game.*

INSTALLATION

- Place your THE HISTORY CHANNEL® Great Battles of Rome DVD in your DVD-ROM drive. This should trigger your computer's Autoplay function, which displays the THE HISTORY CHANNEL® Great Battles of Rome installation screen. Follow the prompts to install the game.
- If, however, this fails to work and Autoplay does not kick in, click **Start>Run>D:\(The DVD-ROM drive in which you placed THE HISTORY CHANNEL Great Battles of Rome)>Setup.exe.** This should do the trick and the game will start to install.
- Once the game is installed you may play by selecting **Programs>BlackBean>THE HISTORY CHANNEL Great Battles of Rome**

CONVENTIONS

Throughout the text we use a number of terms and we list their meaning here for those who may be unfamiliar with the jargon.

- **Click:** Place your mouse pointer over an area or button and click the left mouse button.
- **RClick:** Place your mouse pointer over an area or button and click the right mouse button.
- **Drag:** Hold down the left mouse button down while moving the mouse pointer across the screen
- **Select:** Click on an item or press the keyboard key.
- **Scroll:** Simply push the mouse in any direction.
- **Tool Tip:** Useful instant guidance found by resting your mouse tip over buttons, squads etc.
- **UI:** User Interface is a generic term that we use to describe the "in game controls" that will be used by you to manage the game.

SHORTCUT KEYS & CURSORS

Many commands have a shortcut key. Select these to perform the action detailed below.

Lists

You can use the mouse wheel to scroll up and down through most lists that you encounter.

Pop up windows

The Enter key can often be used to confirm a selection and close a pop up window.

Battle Screen

Mouse wheel or up and down cursor keys: To zoom in or out
Left and right cursor keys: To rotate left or right
SPACE key. To toggle the pause battle feature.
TAB key. To toggle the mini-map on and off.

MOUSE CURSORS

Default cursor.	Move the squad to a new location	Attack an enemy squad with the selected squad.
Select the squad under the cursor.	The squad cannot move to this location as the terrain is impassable or out of bounds.	

Getting started

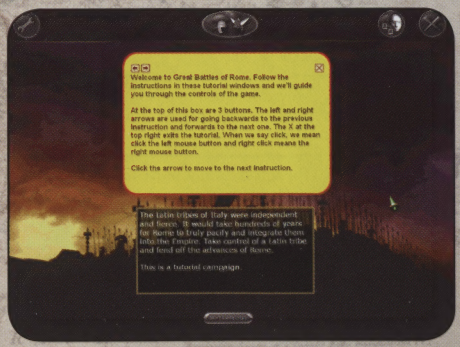
THE HISTORY CHANNEL® Great Battles of Rome *takes you back to a time before the foundations of Rome. The area we now know as Italy was populated by various tribes such as the Etruscans, Samnites and Latins. The Capitoline Hill, where Rome now stands, had been established as a settlement since pre-history. In* THE HISTORY CHANNEL® Great Battles of Rome *you will strive to unite the various tribes and factions and hold them together through Civil War and uprisings to become Caesar Imperator!*

THE HISTORY CHANNEL® Great Battles of Rome is a unique blend of Real Time Strategy and Roleplay that allows you to develop your army in various ways, gaining experience and abilities and equipping your troops in a combination of unique ways. Personalise your squads by renaming them and choosing their shield patterns and colours. Success in THE HISTORY CHANNEL® Great Battles of Rome can never be guaranteed but to give you the best chance we recommend careful preparation and equipping your squads to meet every eventuality. Tactical planning before the battles are fought is also essential, as even the best General cannot rectify every error once battle is joined.

PLAYING THE HISTORY CHANNEL® GREAT BATTLES OF ROME

Remember that the DVD-ROM must be in your drive. As the game loads you will notice that the version of the game you are playing is shown in the top left of the screen.

The first time you play THE HISTORY CHANNEL® Great Battles of Rome you will be taken straight to the TUTORIAL. Simply follow the on screen instructions to learn the basic mechanics of the game. The next time you start the game, you will automatically be taken to your previous position in the game. If you wish to return to the tutorial you can access it from the Options->New Campaign->Tutorial Campaign.



Campaign Selection Screen

From here you can select which campaign you would like to play. Each campaign is linked to a nation.

Click on each warrior in turn to bring up a brief description of that race.

Start Campaign: Clicking this button will start a new campaign.

There are also three buttons across the top of the screen. These are available throughout the game, unless you are fighting battle.

- **Exit:** Click here and a warning appears asking if you really want to quit, if you are sure just confirm this and Click the Tick button, your game will automatically be saved and you are returned to the desktop
- **Options:** From here you can adjust the music and sound effects volume by dragging the slider bar to your required level. Adjustments can also be made to the level of detail of various in game features. By lowering these or turning them off your machine will run faster, but will be less visually appealing.
- **Army Camp:** The army camp is where you can review your army and manage it, by recruiting troops, replacing losses, equipping your men and allocating them skills.

OPTIONS

- **Difficulty Level:** The difficulty level slider allows you to adjust the challenge presented by the enemy in a scenario. This can be adjusted at any time, even after a game has started. On higher difficulty levels you will win more fame for completing a scenario.
- **SFX Volume:** Lets you adjust the volume of sound effects in game.
- **Music Volume:** Lets you adjust the volume of the music.
- **Shadows:** The detail level of the shadows effects performance. No shadows is fastest and best shadows are slowest. Its up to you to decide whether performance is more important than aesthetics.

- **Min LOD:** This is the Level Of Detail (LOD) to use for the units that are furthest from the camera. The default is very low detail, and as they are far away it's not very noticeable. If you have a fast PC you might want to raise this, but if you find the game runs too slowly, set it back down.
- **Max LOD:** This is the LOD to use for the units closest to the camera. The default is to use the highest detail, but if your PC is too slow, you may find it necessary to reduce the max LOD.
- **Show Grass:** Long grass is scattered all over the maps, and makes them look more realistic. Some PC's may have performance or technical issues with the grass and if you are experiencing problems, you can just turn them off.
- **Show Damage:** As your units take damage, numbers are shown above them to indicate how much. Some players may find this spoils the look of the game so we have added an option to turn them off.
- **Arcade Mode:** Arcade mode allows players who want more fun and less historical restrictions to turn off the order point system. This allows players to issue as many commands as they like in battle without fear of running out.
- **Design:** Lets you design a scenario for you or another player to challenge.
- **New Campaign:** Takes you to the campaign selection screen.
- **Multiplayer:** This takes you to the multiplayer set up screens.

MULTIPLAYER

You can play THE HISTORY CHANNEL® Great Battles of Rome against another player over a local area network (LAN). A maximum of 2 players can play THE HISTORY CHANNEL® Great Battles of Rome.

Multiplayer games are very similar to single player games except your opponent is human and not controlled by the computer's artificial intelligence (AI).

LAN

To play THE HISTORY CHANNEL® Great Battles of Rome through a LAN you must be connected to other local machines via a network.

Chat

At any time in multiplayer you may chat to your opponent. Just start typing and you will see your message appear at the bottom left of the screen. When you press enter your message will be sent to your opponent and appear at the top of the screen. Messages from your opponent will also appear at the top of the screen.

Multiplayer Set-up

Once you have started the game you will be taken to the set-up screen. The host will choose the settings. The client (the player who has joined the host's game) may only choose their army, and has no direct control over other settings. Before the host can proceed, the client must accept the host's settings by clicking the 'Ready' button. This allows the client to negotiate and agree the settings before a game is started.

This is where both players choose which army they will use, which restricts the units they may recruit. The host sets how much denari the players are allowed and how many experience points they may allocate among their recruits.

After you have accepted the settings, both players will go to the multiplayer army camp screen. Players can load up a previously saved army, and edit it, or create a new one from scratch. Players can recruit squads normally, but in multiplayer you can also allocate experience points. The number of experience points you have available is shown and each time you promote a squad the remaining points will decrease. If you decide that you don't want a squad you can disband it and get the money back. If you decide you have invested too much experience in a squad, you can demote it, removing the last experience level and refunding the experience points.

Load/Save Multiplayer Armies

As it takes some time to set up your multiplayer army, you do not have to set it up each time you play. Once you have an army you are happy with you can click the load/save button and save it. When loading a saved army, you will only see armies listed that fit the points & experience settings of your current multiplayer game.

Army Camp

The Army Camp is where you customize and manage your squads and recruit new ones. There's a lot to absorb here so run your mouse over the buttons to bring up the TOOL TIP and see what's available, and notice that the name you picked for your Army is shown just above the squad list.

- **Load/Save:** This opens the load/save menu.

- **Campaign:** This button takes your army on campaign. Clicking here will brief you on your upcoming mission and then take you to the battlefield. Don't worry if you find you forgot to equip your men after seeing the briefing as you can return to the army camp without fighting a battle.

- **Squad List:** On the left of the screen you will see a **list of the squads** that you have already recruited. The list shows the squads icon and its name. Additionally you will see the current **level** of the unit shown in brackets e.g. (2). This will change as your squads become more experienced and you award them skills. New squads are added to this list as you recruit them to a maximum of 32, although you will only be allowed to field 20 squads in any battle.

- **Heal:** The space to the right of the unit name is left empty until you have fought a battle. As you accumulate casualties, a HEAL symbol (spinning heart) will appear next to the squads that have suffered casualties. Select a damaged squad and click on the Heal Button (heart) located below the large animated image of the squad. Note that this button will remain grayed out until you select a squad that has suffered casualties. Casualties are healed or replaced by using FAME points and providing you have enough FAME points remaining the unit will be healed immediately. FAME is a way of keeping score, so the more casualties you lose, the lower your score will be at the end of the campaign.

  Tip: *There is a shortcut to healing a squad. If you double click on the spinning heart icon, it will immediately heal the squad.*

- **Promote:** A further consequence of fighting battles is that your squads gain experience. This will enable them to advance to the next **level**. When they have gained sufficient experience points, a PROMOTE symbol (spinning plus) will appear on the Squad List. You can convert this into a range of skills that will enhance their performance on the battlefield. A squad's **level** indicates the number of skills that it has acquired. Select one of these squads and click on the PROMOTE Button (plus) located below the large animated image of the squad. Note that this button will remain grayed out until you select a squad that is eligible for promotion. A list of skills suitable for the squad will appear. Some skills are only available to high level squads. Some skills have other skills as pre-requisites. Select from the available list and click the OK button and your squad will immediately receive the promotion, ready for its next battle. You can view the skills a squad has learned by selecting it from the list and viewing the list in the skills panel.

  Tip: *There is a shortcut to promoting a squad. If you double click on the spinning plus icon, it will immediately promote the squad.*

- **Squad Uniforms:** From the Squad list, click on each in turn and notice that the trooper and information in the center panel changes to match your selection. Click on the image and drag to left or right to spin him around. To change the uniform a squad is wearing, click on the left or right arrow buttons directly below. These cycle through the available choices. For units with small or no shields, the main difference is the color of the uniforms. For units with large shields you'll see distinctly different patterns, which allow you to really personalize your army. Color coding your squads can make for easy recognition on the battlefield.

- **Equipment:** Click on the Equipment button located in the panel below the trooper. A list of equipment suitable for the selected squad will appear. Make your selection and, providing you have enough **Denari**, you can buy this item for your Squad. Click the OK button and your Squad will immediately receive the new equipment ready for its next battle. The equipment will be displayed in the skills panel.

- **Rename:** Select a squad from the list and click here to rename it, click the OK button when you are satisfied.

- **Disband:** As your army improves you may want to disband some older squads to make way for newer and better ones. Select a squad from the list and click on Disband to remove it from your army. A warning will appear and if you are sure, click the OK button to disband the squad. Your treasury will be partially reimbursed but the value of any equipment and all experience will be lost.

The 3 buttons to his right of the animated image of the squad give you access to all the information about the selected squad.

- **Squad Info:** This gives an overview of the squad. Click here for information about its type, size, and current casualties. Its present **level**, and the experience points needed to get to the next level are also shown. Battle losses are also indicated with the FAME points needed to replace or heal its wounded.

- **Squad Stats:** There are literally hundreds of factors that go into the complex algorithms in THE HISTORY CHANNEL® Great Battles of Rome. Click here to view and track the most important ones. Notice that these vary by squad. Green denotes the squad's **base value**, which never changes. The Blue part of the bar is linked to the skills and equipment that you award them and greatly enhances the selected ability. Yellow is a more general **level bonus** that can affect almost everything in a minor way.

- **Squad History:** This charts each squad's battle performance and details the number of kills achieved in its lifetime. You can compare your units to determine which abilities work best for this type of squad. It also monitors the best and worst battle results for the squad.

- **Recruit:** Click here and a list of recruits that are available to you will appear. The list may be larger than the window, so remember to scroll down to look at all the units. Squads will be greyed out if you have insufficient Denari to buy them. Make your selection and providing you have enough **Denari** you can recruit a new squad by clicking the OK button. You will also be given an opportunity to rename the squad at this time. The squad will now be added to your squad list ready for the next battle.

- **Fame:** Fame is a an amalgam of your General's charisma, personality and those other traits that make him the Hero that he is. You earn FAME points by being victorious in battle. At the beginning of each battle you will see the fame points that will be awarded if you win. Fame points are needed to HEAL casualties and attract replacements to replenish your damaged squads. Fame is also the way of keeping score. The better your general performs in battle the more fame he will win, and the fewer casualties he takes, the less he will use up recruiting replacements.

- **Denari:** Denar is the Roman currency used in the game. You earn Denari in the same way as Fame points, by being victorious in battles. At the beginning of each battle you will see the Denari bounty for the map. You need Denari to purchase new units and to buy extra equipment for your squads. Watch carefully how this is depleted when you recruit squads and buy equipment.

Well that's it, you have now prepared the army as well as you are able. It's now time to test their mettle. Click the **CAMPAIGN** button. The next scenario title will be displayed followed by a brief overview of the current situation. You then view the enemy forces and receive some last minute intelligence reports just brought in by the scouts. When you are ready to proceed, click anywhere to be taken to the **Deployment Screen**.

LOAD / SAVE

When you quit THE HISTORY CHANNEL® Great Battles of Rome your progress is automatically saved. As mentioned above, when you load the game, your previous game will be loaded automatically. This makes things very simple, though you also have the option of manually loading and saving your games.

From the Army Camp screen you can access the load/save menu. When you do so you'll see a list box and have the following options.

- **Load** – Select the save you would like to load & click the load button. Your current game will be lost and overwritten with the data in the saved game.
- **Save** – By default a new saved game will be started every time you save. The default name is "New Save", but you can change this by typing in a new name. If you want to overwrite an existing saved game, select it and then click the save button.
- **Delete Save** – After you have been playing for some time you may find the menu is getting cluttered with old saved games. If you want to get rid of some of them, just select them in the list and click the Delete button.

All player-created saves will be white. Any system saves will be blue. System saves are special saved games that cannot be overwritten and are used to save progress of you current session, previous sessions and the last battle. You can load these saves to jump back in time in case things go horribly wrong and you've forgotten to save!

Deployment Screen

In addition to the **Options** and **Exit** Buttons you will notice that there is a button to return you to the **Army Camp**, just in case you find that your earlier preparation is not quite complete.

You can now see the battlefield laid out before you. The enemy is deployed at the top of the screen and is shown in blue. You are at the bottom, and your forces are colored red, You are separated by no mans land. Take a moment to look round and run your mouse over the enemy squads to see what you are facing. This is vital to obtain the best match ups for your troops. Also run the mouse over the battlefield terrain to see the lay of the land. The graphics will show whether the terrain is a forest or marsh, but if you are unsure, you can always check the Tool Tip to confirm it. Again, this is vital, as you must ensure that you deploy the right troops in the right terrain. Also notice that there is a faint yellow line all around the battlefield, this indicates the extent of the playable area and you cannot deploy outside of it. Finally, make sure that that none of your units is overlapping, as this will cause confusion in the ranks will lead to losses before you even start fighting.
If your squads are overlapping, a warning will be displayed and you must rectify it before starting the battle.

Tip: *Remember that you don't have to place your units too far forward. Find an area of terrain that suits the mix and capabilities of your army. Look at the enemy and try to organize the best match up. If light troops are concentrated on one flank, then maybe your cavalry should be concentrated against them. You also have to remember that terrain plays a huge role in the combat calculations. Cavalry in a forest is at a big disadvantage, if enemy troops are waiting in a forest it's best to leave them there and not send your cavalry against them!*

- **Troop Types:** Take some time now to study the types of troops that you have in your army, and also take time to examine the enemy squads. Run the cursor over the units both friend and foe and you will see that a Tool Tip reveals some basic information.

Tip: *Study the enemy deployment. You could try to position your best troops opposite his poorest. This will allow you to quickly puncture his line and turn onto his flanks. Alternatively, this could be what the enemy is counting on and he plans to envelop you! Always remember the significance of terrain.*

- **Skirmishers:** These are lightly armed infantry that are equipped with missile weapons such as bows and javelins that are generally weak in hand-to-hand combat. They prefer forests and scrub that disrupt the formations of their opponents. They are particularly vulnerable to Cavalry in the open.

- **Light Infantry:** These are infantry with a variety of weapons who fight in loose formation. They prefer scrubland or forests that disrupt the formations of their opponents. They are easily defeated in the open by heavy infantry and cavalry.

- **Heavy Infantry:** These are infantry in close formation. They prefer fighting in the open and can become badly disrupted if fighting in woods due to the loss of organization it causes. They are good all round troops though those without spears can be vulnerable to a concerted heavy cavalry attack.

- **Archers:** These are close formation missile units. They have longer range and more firepower than Skirmishers. They specialize in ranged combat and are not very effective in hand to hand combat. They do not like fighting in woods because of the reduced missile effect, but are happy in the open or scrub.

- **Light Cavalry:** These are specialist scouting units but not as powerful on the battlefield as other units. They can ride down Skirmishers in the open and are not too badly off against Light Infantry but struggle against heavier troops.

- **Heavy Cavalry:** These need open ground to be effective. They can ride down lighter infantry easily and can even put up a good fight against Heavy Infantry, but will have great difficulty against a well-formed spear line.

- **Elephants:** Elephants are a very powerful unit. They have a huge trample attack, giving them a good chance of knocking the enemy down before he has a chance to strike. If they can keep the momentum going they are lethal, but if they can be slowed down, they become vulnerable, as there are not enough of them. They are also vulnerable to missile attacks. They require open terrain and suffer badly in forest and rough ground.

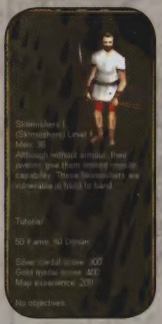
- **Generals:** This squad represents the General and his Bodyguard. They are all hand-picked and the best equipped troops in the army. Although this squad is very powerful there are not really enough of them to be treated as an effective combat unit. Its primary function is command and control of the army and in addition its mere presence on the battlefield raises the morale of any nearby squads. However, you need to be careful. If this squad is lost it is likely that it will cause panic in your army.

- **Battlefield Terrain:** Next study the map. To get the lay of the land, run your cursor across the battlefield and watch as a Tool Tip informs you of the type of ground beneath. Troops of this era were trained to fight in different ways and in different formations and the terrain was of vital

importance to them. For example, Heavy Infantry and Cavalry fight best on open level ground, where they could maintain their formation and cohesion. If you can lure them into rough, broken or wooded areas, where lightly armoured foot Skirmishers can take advantage of their mobility and speed, the result could be quite different. All of this is of fundamental importance to any General, as the terrain will undoubtedly influence your deployment and therefore the outcome of the battle. For our purposes we classify the terrain as open (easy going), scrub (rough/medium going) or forest (difficult/hard going), so it's important to balance your armies to get the best out of whatever terrain you are faced with. This can often turn the tide of battle and assist you to defeat a superior opponent.

- **Terrain Types**
  - o Open Ground: Good for Cavalry and Heavy Infantry
  - o Forest: Excellent for Light Infantry and Skirmishers, very bad for Heavy Infantry and mounted troops, bad for Archers.
  - o Hill: Good for Archers and Skirmishers as it increases their range
  - o Scrub: Good for Light Infantry, Archers and Skirmishers, bad for Heavy Infantry and mounted troops.

- **Ambushes:** Troops deployed in a forest will be hidden from the enemy until they emerge or enemy troops approach close enough to them. Light troops are much better at finding ambushes than heavy troops.



- **Scenario Information Panel:** The right-hand panel tells you all you need to know about the coming conflict and a brief note about the victory conditions. It also tells you how many squads you can bring with you to this battle. Some scenarios only allow limited numbers of squads and in this situation you must pick and choose which ones to bring with you. It also provides vital information about your squads. Select a squad that you have deployed to the battlefield, and the information panel will change to give you a description of that unit.

- **Squad Panel:** The left-hand panel shows a list of all of the squads available to you, and allows you to select the ones that you want to deploy in the forthcoming battle. Clicking on a squad toggles whether it is deployed to the battlefield. An icon appears next to the squad's name if it is deployed. Click on it to remove it from the battlefield and the icon will disappear.

- **Save Deployment:** After deploying your army, click here to save the deployment, including squad orders, for future use. This does not prevent you from adjusting the deployment and orders of individual squads as usual at a later stage.

- **Deploy All Squads:** Click here for a simple and easy way to deploy all of your eligible squads to the battlefield in a single click. This does not prevent you from adjusting their positions and orders as usual.

- **Load Deployment:** If you have saved a deployment, you can restore it by clicking here. This does not prevent you from adjusting the position and orders of individual squads at a later stage.

- **Orders & Formations Panel:** Although in THE HISTORY CHANNEL® Great Battles of Rome you have battlefield control of your squads, Generals down the ages have learned that a good pre-battle plan can help ensure success. The Orders Panel allows you to prepare your men for battle by issuing some initial orders and allocating formations. This can be done individually or as a group. To select a group, click and drag the mouse to draw a box around the squads you want to select. Selected squads are highlighted and start moving to show they are active. You can add or remove squads from the current selection by holding the Control key while you click on a squad. Right clicking deselects all squads.

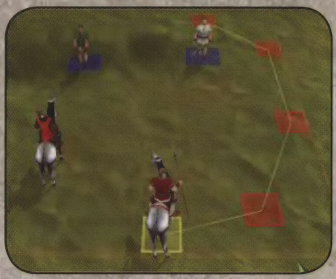
There are several different orders available to you. The Tool Tip gives you the name of the order and an outline of what will happen when it is issued. It is often necessary to issue different orders to your various units, as you will likely have a different task in mind for each. Analyze your strengths and weaknesses, and the terrain that you will be fighting over, and carefully consider the enemy troops and their dispositions.

- **Orders:** Each order has a specific purpose in mind and these are described below.

	Advance: The unit will advance at walking speed. Units with missile weapons will halt when within range and shoot. Others will continue to advance until their officers decide that they have reached the optimum point when they will charge to contact.
	Charge: The unit will immediately run directly ahead. Units with missile weapons will halt when within range and shoot. Others will charge straight to contact.
	Short Hold: The unit will hold its starting position for a short time before advancing at walking speed directly ahead. Units with missile weapons will halt when within range and shoot. Others will continue the advance until their officers decide that they have reached the optimum point when they will charge to contact. This order may be superceded by enemy action if they get too close before the hold order has expired. Units with missile weapons will then commence firing, whilst others will charge to contact.
	Long Hold: The unit will hold its starting position for a longer period; thereafter it will behave in the same way as SHORT HOLD.
	Envelop: The unit will immediately advance directly ahead at walking speed until it is behind the flank of the enemy, it will then turn and charge in an attempt to contact the enemy flank. Units with missile weapons will halt when within range and shoot. Others will continue to charge to contact.
	Outflank: This order is similar to ENVELOP except that the unit will attempt to go much deeper or further behind the enemy flank before turning.
	Seek Enemy: The unit will immediately run directly towards the nearest enemy. Care must be taken not to disorder friends. Units with missile weapons will halt when within range and shoot. Others will charge straight to contact.

	Hold Fire: The unit will immediately run directly ahead. Units with missile weapons will not halt to shoot when within range, but will charge straight to contact. Others will also charge straight to contact.

- **Waypoints:** These can be a mixed blessing, they can be a powerful way of extending the value of your orders and can be combined with any of the above. It is possible to set up to five different waypoints for each unit. If timed and carried out properly this can deceive and bewilder your enemy but beware you run the risk of creating confusion and disorder in your own Army. To set waypoints select a squad and hold down the shift key. Click on the map to select your first waypoint. Keep the shift button held down and click again to set another. If you want to tweak the position of a waypoint, release the shift key and click on the waypoint. You can now drag it around. To delete a waypoint, select it and press the DELETE key. You can select multiple waypoints in the same way as selecting multiple squads and can drag them together. You can have a maximum of 5 waypoints per squad.



Orders can be used in a variety of ways and combinations. You may decide to hold a reserve unit or two back until the battle is well engaged by issuing a LONG HOLD command in order to delivering a telling blow late in the battle, it would not be the first time that a timely charge from a reserve formation has turned the day. You can refuse your weak flank by issuing LONG or SHORT HOLD orders while your stronger flank immediately moves forward on ADVANCE or CHARGE orders.

A powerful option available to you is to ENVELOP or OUTFLANK your opponent. If you can manage to get your troops into a position where the enemy has to turn to the side or rear to face your troops, and simultaneously you are pressing into him to his front, then he is doomed.

Tip: *A flank or envelopment attack is often entrusted to light troops who have the advantage of extra mobility and who are of less use in a frontal attack.*

It will require much cunning, experience and practice to get the best from your army and you will need to study the advantages and disadvantages of many different troop types, but always remember that great military maxim- "keep it simple".

Complex plans were seldom possible in this era. There were no radios and changing of orders once the battle is engaged can lead to confusion, disaster and rout.

Remember that the Ancients deployed and organized their troops in the way that they did for a reason, and it will take a General of extraordinary ability to second-guess them. All of this and much more will be racing through your mind as you issue your orders, but for the moment remain calm and concentrate on the task at hand. Clearly you will have your hands full dealing with these basic lessons in warfare, but even Julius Caesar had to start somewhere. Remember that your opponent will be making similar calculations and judgements to defeat you.

Formations: There are a number of different formations available to troops of this period depending on their training and experience. Squad formations are of crucial importance, however. In the early battles, your untrained units are only capable of rudimentary formations and it will be some time yet before they are experienced enough to allow more sophisticated formations. In THE HISTORY CHANNEL® Great Battles of Rome only those formations that where historically used are permitted.

Every formation has strengths and weaknesses and you must choose the right formation for the objective you are trying to achieve. Deep formations are powerful and great at attacking, though not as good at defending. Wider, narrower formations are better at defense than attack.

Later in THE HISTORY CHANNEL® Great Battles of Rome as your troops improve you will learn how to use Wedges, and other more complex formations, but at the outset you must work within the capabilities of your army. Each type of unit has a certain number of formations that are available to it. Successful Generals will design a battle plan that allows units to mutually support each other while making the most of the formations, which they are trained to use. Run your cursor over the different orders displayed and a Tool Tip will remind you which is which. If you have a group selected, only the formations that are available to all the units will be shown and others will be greyed out.

	Balanced: A general-purpose formation with no strengths or weaknesses.
	Offensive: A deeper formation for increased punch. Attack stats are increased, while defensive ones are reduced.
	Defensive: A wider formation, which has reduced offensive abilities. It decreases the attack stats, but increases the defensive ones.
	Disciplined & Balanced: A general-purpose formation with no strengths or weaknesses. Improved organization makes it easier for the general to control.
	Disciplined & Offensive: A deeper formation for increased punch. Attack stats are increased, while defensive ones are reduced. Improved organization makes it easier for the general to control.
	Disciplined & Defensive: A wider formation, which has reduced offensive abilities. It decreases the attack stats, but increases the defensive ones. Improved organization makes it easier for the general to control.
	Wedge: A powerful formation, often used to break through opposing lines. If not supported it can be quickly surrounded.
	Square: A specialist anti-cavalry formation. When in this formation, orders cannot be issued to the squad.

Fight: Well that's it, your planning is now complete and you have prepared the army as well as you are able. It's now time to test your plan. Click the **FIGHT** button!

Limited Squads
Some battles will limit how many squads you can bring along. This may be because of limited space on the battlefield, or taking part in a long campaign away from home and the supply of reinforcements. The number of squads you can bring to a scenario is shown with the map info & you will not be permitted to deploy more than this number.

The Battle

The auguries could not be more favourable and in a vision you are visited by Jupiter, supreme ruler of all the Gods and master of the skies. He sends his sacred eagle and you are elevated high above the battlefield where you soar above the armies. You awake heartened that the Gods have given you this sign.

You are now on the battlefield with your army lined up in battle formation, they are deployed exactly as you ordered. Note the position of the hills, forests and areas of scrubland. It's all just as it was in the Deployment Screen and the enemy army lies before you. If you have no yet played the tutorial, you will need some time to familiarize yourself with the game controls, so we recommend that you pause the game at this point.

Pause: Click the Pause button on the bottom panel and the battle will be frozen in time. A message will be displayed telling you the game is paused. Click again when you are ready to resume.

Take a moment to scroll around the battlefield using a combination of the mouse wheel or ↑↓ keys to zoom in or out and the ←→ keys to rotate left or right. You can use a combination of these to move from a bird's eye view to close up. This is where it gets up-tight and personal, and it's really cool to line up just behind your army and march with them into combat. You can use all of these functions, including pause, throughout the battle.

Tip: *You may still issue orders while paused, so if you like your game at a slower pace, feel free to pause the battle at any time, review the situation and issue orders.*

Mini Map: Before resuming play, take a moment to inspect the Mini Map at the bottom right of the screen. It shows your troops in red and the enemy in blue. A triangle shows your current view area. As you scroll around this constantly spins to align with your current orientation and alters shape to reflect the current perspective. Clicking on the Mini Map will immediately jump you to that location, which is useful when tracking events in a large battle as you can't see what is happening everywhere at once. Has the enemy has managed to counter your plan, did the envelopment that you ordered work? Have the reserves delayed for too long?

Squad Panel: This shows the squads that you have brought to the battle, each with its icon, across the bottom of the screen. Run your cursor over each in turn and a Tool Tip will appear, giving you details on the squad.

Casualties: As a squad suffers casualties, its icon will start to fill up blood red. The better equipped and experienced a squad is, the tougher and more resilient it will be to casualties suffered.

Morale: Notice the green arrowhead beneath the squad icons. This indicates their current morale state. It will change progressively as their MORALE and COHESION alters throughout the battle. As your squads inflict casualties they receive a small morale boost, but conversely, morale will suffer as they take casualties.

Tip: *You will notice that the Morale indicators change both shape and color so as to be of use to color blind players.*

- Green arrow pointing right: This indicates that your men are in good heart.
- Yellow Triangle: This indicates that the squad is disordered.
- Orange Arrow: This indicates the squad is shaken and close to breaking. Something needs to be done quickly to save this squad.
- Red Arrowhead pointing left: This indicates that all cohesion and control has been lost. The squads will discard their weapons and run from the field as fast as their legs will carry them.

It is not just casualties suffered or inflicted here that matters, it's a subtle combination of factors that models the state of their mind in this highly charged atmosphere, and there is little that could be more stressful than hand-to-hand combat. As battle is joined and the squads start to take casualties, MORALE becomes the key to success. Whichever army cracks first will lose the battle, no matter how many casualties they have inflicted. Of course, if you lose too many men yours will be a Phyrric victory!

Note that casualties inflicted or received only effect the squad involved, and that troops on the other side of the battlefield cannot see clearly enough to know what's going on. However if a squad is seen to rout, everyone will be affected, if it's one of yours, it will adversely effect MORALE but if it's the enemy squad your men will receive an adrenaline rush and their MORALE will increase. The type of squad matters here too. If it's a bunch of peasants who rout, no one will really care one way or the other, but on the other hand, if one of your elite squads is routed from the field you can expect the effect to be far greater. If they can't win what hope do you have!

Cohesion: This is the final factor to take into account when considering a squad's state of mind. Although possibly of less magnitude than MORALE, it is still a significant factor. If a squad losses formation in battle from moving across disruptive terrain, or is interpenetrated by other squads it will loose COHESION. A major loss of cohesion will occur if a squad is attacked in the flank, more especially if it is fighting to the front as well. Unruly mobs have little COHESION in the first place and so will suffer less from these effects. Troops that lose their COHESION become disordered. This reduces their ability to fight and makes them much more vulnerable to mounted charges.

Pause: If you want a chance to review the battle while the action is paused to issue orders, just hit the pause button!

Fast Forward: When you feel that you have seen enough or you simply cannot watch the disaster any longer Click the Speed button, this will send everyone into overdrive. Click again to toggle this back to normal speed.

Halt: This commands the selected squad to halt, cancelling its previous orders. If it is already too close to the enemy it may have no effect. It does not prevent the squad reacting to enemy troops.

Mini-MapToggle: Click the Mini Map Toggle to turn the Mini Map on and off.

Retreat: If you decide you have lost the battle, or you do not have time to finish, you can use the retreat button to leave the game. Other than losing the battle there is no extra penalty for using this option.

Rally: Click the Rally button to raise your army to greater feats of heroism. The trick is to time it right and often victory can be snatched from the jaws of defeat. At the crucial, moment signal your men to make one final push to ensure victory and those who are still fighting will receive a morale boost that will encourage them to even greater valor.

Signal: Before the battle starts, you can tell your men to hold position and wait for a signal. When you click the button, the signal is issued and these men advance, assuming you have not already issued other orders to them and they have not been involved in combat with the enemy. This applies to all squads in the army – you cannot issue a signal to just one squad.

Break-off: The break-off command tells the selected squad to retreat from combat and then reform. The squad will attempt to leave hand-to-hand combat in good order. Sometimes this will not be possible and your command will simply be ignored if, for example, the squad is surrounded. This button will be greyed out.

Tip: *Use this sparingly if you are already engaged in combat as often in battles of this era the greatest casualties suffered occurred when troops attempted to turn their back on the enemy. It was also a great mark of dishonor to receive a wound in the back.*

Direct Orders: When you select a squad a battle standard appears above it. You can issue orders to the selected squad by right clicking on the terrain or an enemy squad. To move to a vacant area on the map, move the cursor to the desired location and you will see it shows the green movement

cursor. Right click to issue the move order. To attack an enemy squad move the cursor over the desired target and you'll see the cursor change to the attack cursor. Right click to issue an order to attack this squad.

When ordered to attack, missile squads will move until they are in range and then begin to fire. Other squads will charge into melee. When ordered to a vacant piece of terrain, all squads will move directly there unless they encounter enemy troops along the way.

General's Command Indicator: On the bottom left of the screen is the general's order point bar. Every time you issue an order the bar will go down and then gradually charge back up. The general's order points are continuously charging up. If you do not have enough order points, you will not be able to issue an order, so be careful how you use them!

Messengers: Although you can't see them, messengers are continually travelling across the battlefield taking your instructions to your men. This means that when you issue an order, there is a delay before it is received and acted on. When you issue an order a green bar appears at the bottom left of the screen. This ticks down until it disappears and this is when the order arrives and is acted upon. You cannot issue another order while your messenger is still en-route.

Historical note: *Roman generals of this era often controlled the battle from behind the lines moving up and down monitoring progress, issuing commands as needed. They would seldom get involved in "heroic" hand-to-hand combat except in a desperate attempt to salvage a hopeless situation. Other generals such as Caesar, were far more often involved in combat and as a result earned great reputations for themselves. Or died trying…..*

There were no radios at this time and controlling an army was a difficult task. Command points and messengers help to simulate the difficulty a general would have in adjusting his plan once the battle was under way.

In THE HISTORY CHANNEL® Great Battles of Rome your squads may be allocated skills, as they gain experience. The Drill Skill trains squads how to respond to instructions from their general, making them easier to command and therefore require less command points when orders are issued. Similarly, your general can be allocated Quick Thinking and Strategist skills to boost his ability to issue orders. Troops using a disciplined formation have a lower command overhead, compared to the early formations. The general does not have to spend his time ensuring the ranks are dressed, and concentrate on the important matters.

Note: *Every squad you add to the army has a command point overhead. If you do not give the general any command skills, or train your troops to be drilled, you may find that your order points drop continuously instead of grow. The only solution is to leave some of the less trained troops behind, drill your troops, or quickly give your general some command skills.*

Tip: *It pays to always have some spare order capacity left on the General's Command Indicator as you never know when that vital moment will occur that can win you the battle or stave of ignominious defeat. Of course if your original battle plan is poor you will not be able to afford this luxury*

Leadership Radius: This is depicted by a yellow ring around your General. Any squads within this radius receive beneficial effects and increased moral. You can upgrade this skill and increase the beneficial radius by upgrading your General's Leadership.

Combat: As they approach combat the archers and javelin armed skirmishers will commence shooting as the enemy enters range and front line squads will advance until the officers decide it is time to break into a charge. Now it's survival of the fittest as the shield walls clash and the grind and shoving begins.

Tip: *Position your General close to the main points of action so that his presence will give a boost to those troops who are in the thick of the action.*

- **Damage:** As the units close, you will see the effect of your volleys of missile fire. The amount of damage inflicted is shown by numbers drifting up from the damaged individuals. When a man has taken as many damage points as he has health point, he dies.
- **Instant Kills:** As well as normal damage, there are instant kills. These occur for a variety of reasons explained below. An instant kill is shown by symbols instead of numbers.
- **Melee Calculations:** Each unit has a % chance to hit. If a hit is achieved, the target unit has a chance to avoid the hit by dodging it. If it fails, then damage is inflicted. Normal damage is reduced by the target's armour, while concussive damage is not. E.g. a Peasant inflicts 5 normal damage and 2 concussive damage on a Legionary. The Legionary has 7 armour points, which reduces normal damage to 0. It cannot block the concussive damage, so the Legionary takes 1 damage.
- **Specialist Attack & Defence Skills:** High level units can learn specialist skills that give them bonuses against enemy infantry or cavalry. The "Protection from" skills give an additional chance to avoid any damage after all other calculations have been made. E.g. The attacker has checked for hit and scored and the defender has failed to dodge. If the unit has a "Protection from" skill, they now get a 2nd chance to avoid the hit, based on their skill level. The "Anti" skill gives a % chance of an instant kill in melee against the appropriate opponent, over and above all other damage.

- **Trample:** This represents the ability of mounted troops to ride down enemy infantry. Terrain modifies this factor, and infantry caught in open ground are at greater risk than when in difficult terrain. A trample attack occurs before other combats and if successful the target is instantly killed and shown by a horseshoe icon. In THE HISTORY CHANNEL® Great Battles of Rome mounted squads are rated with a TRAMPLE factor according to their type. For example, Scouts are rated poorly whilst Heavy Cavalry can pose a significant threat to infantry. Additionally each infantry squad is rated on how capable they are at standing a mounted attack. Skirmishers are the most vulnerable, while spearmen are unlikely to get ridden down by cavalry. The COHESION of a squad greatly affect sthis, for example, well ordered spearmen in tight formation are very hard to trample because they present a steady line of spears to the cavalry but if they become disordered or loose their COHESION they will become significantly easier to TRAMPLE. Skirmishers already operate in loose formations and are therefore considerably easier to ride down and therefore a loss of COHESION does not significantly alter their chances. The Stand Firm skill enhances a squad's ability to withstand the cavalry trample attack.

- **Missile Troops:** Some squads are equipped with ranged weapons. The ranges vary, but in general foot archers have the longest ranges and thrown javelins the shortest. Missile squads are not as effective in melee and often have to be protected. Some squads are very vulnerable to missile fire while others who are protected by armor or shields will fare much better. The missile defense of a squad differs from its melee defense. For example a squad with no body armor but a large shield would be very well protected against missiles, but due to the unwieldy shield it would fare much worse in melee. Missile squads can only carry limited amounts of arrows or javelins. Javelins, being heavier, are more likely to penetrate shields or armor. An instant kill from a missile attack is shown by an arrow icon.

- **Missile Calculations:** The firing unit has a % chance to hit. If a hit is achieved, there is a % chance of a Critical Shot. A Critical Shot kills the target instantly. The chance is reduced by the target's shot armour.
- **Show Damage:** The numbers showing damage and instant kills can be turned off from the Options panel. Click on the SHOW DAMAGE button to toggle it on/off.

Results Screen

When the battle ends you are taken to the awards ceremony where you will be awarded a Gold, Silver or Bronze medal if you won, depending on how successful you were in the battle. The screen also shows the casualties each squad inflicted and received.

From the results screen you can go back to the Army Camp to revise your plan if you were defeated, or to spend your winnings.

- **Kills:** The kills made by each squad.
- **Casualties:** This shows the casualties received by each squad.
- **Score:** This indicates the squad's contribution to the overall score achieved by your army. The total Army score is shown at the bottom of the screen. Note that as well as determining the type of medal that you are awarded, score greatly influences the amount of Fame you are awarded for each scenario.
- **Experience:** This shows the experience gained by each squad. Squads require experience points to be promoted, so gaining them is an important part of the game. Squads gain more experience by defeating tough opponents than weak ones. The better the squad, the harder it is for it to gain experience. i.e. a Legionary squad gains less experience from killing a Peasant than a Levy Spearman would.

This screen also indicates those squads that have suffered damage and are in need of replacements, and those who have experience to be promoted to the next level. When you get back to the ARMY CAMP don't forget to HEAL and PROMOTE the squads as necessary before you take them back into battle.

These stats are a vital indicator as to your future progress in THE HISTORY CHANNEL® Great Battles of Rome. If your army is not achieving reasonable progress in the early campaigns you will find it increasingly difficult to make progress against the higher level enemies that you will face in the future.

Well that's it - you are now equipped to unite Italy and form the first Republic. Will you become the greatest Caesar of all? - VINI VIDI VICI !

If you need tech support or want to know more about THE HISTORY CHANNEL® Great Battles of Rome or SLITHERINE visit our Forums at http://www.slitherine.com.

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Special thanks to:
Virgilio Bixio, Luisa Bixio, Maurizio Ruvolo, Riccardo Fedeli, Alessandra Tomasina, Marco Neri, Mario Vacca, Chris Mehers.

Special thanks to all the voice talents:
Christopher Jones, Luciano De Ambrosis, Denis Michallet, Salvador Serrano, Wolfgang Schoene

Localization by Synthesis International S.r.l.
Special thanks to Luca Artoni, Irene Panzeri, Pasquale Stacchiotti, Anna Vernocchi, Claudia Rampiconi, Francesca Cecca

Videos Edited by Maverick Media Ltd.:
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A special thanks to David Christopher for starting it all!

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Special Thanks:
The cdv English language forum moderators; Sara, Mafalda, Greg and the Antec team; Leslie and NVIDIA; Claudina, Maria, Chris and the team at Alienware; Michael and Kate of MMPR; the staff of the Vignette Restaurant (San Francisco); Ryan Maxie and the staff of Cafe Majestic (San Francisco); the staff at Snafu's (Manhattan); Damien Keller and the staff of The Orchard Hotel (San Francisco) and James Fox and staff at the Roger Smith Hotel (New York City); as well as our friends and families, and our great customers.

Technical Support

Please ensure that your video card drivers and version of DirectX are up-to-date before contacting technical support.

Information on the game and the forums may be accessed at www.cdvusa.com

Should you need to contact a technical support rep, please contact him at support@cdvus.com and attach a copy of your dxdiag to the email.

Note: The installation process may take a few minutes. During this process your computer should not be performing any other tasks at this time. It is strongly recommended that you disable or pause your antivirus software before you begin the installation process to prevent the program from "hanging" or "freezing" and possibly ending up with some corrupted game files. Keeping your antivirus software disabled during offline play will also help to avoid corrupted game files.

Rome Reaches a Golden Age as CDV's Latest Strategy Title Prepares for Retail Release

August 16, 2007 - cdv Software Entertainment and Slitherine Strategies today announced that their upcoming strategy title, THE HISTORY CHANNEL® Great Battles of Rome, has gone gold. The game, based on some of the greatest conflicts of the Roman Empire, combines elements of role-playing and strategy, and features program footage provided by from The History Channel®. cdv Software Entertainment USA will ship THE HISTORY CHANNEL® Great Battles of Rome for the Windows PC platform on September 17. For more information, please visit http://www.cdvus.com.

THE HISTORY CHANNEL® Great Battles of Rome takes real-time strategy gaming and blends it with top quality program footage from The History Channel to create a truly immersive strategy experience. The game starts from the founding of the great city of Rome and continues through to the crowning of Augustus while letting players fight every great battle of the Roman Empire along the way! Your men travel with you on this historic journey, and the game treats each squad like a character, allowing the player to customize each unit's skills and appearance. A powerful gameplay engine faithfully recreates the strategies and tactics employed by Rome's greatest commanders, allowing players to pursue the ultimate goal of creating the most powerful empire the world has known.

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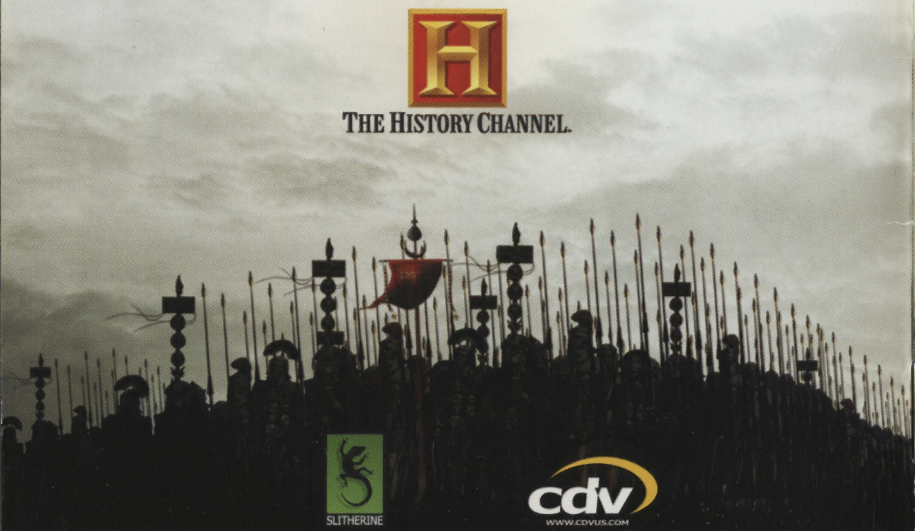

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